

# South Pointe Phases III, IV and V Construction Update

Monday, May 6 - Friday, May 10, 2013

## **Ongoing Roadway Improvements**

## **Work Zones**

#### Ocean Drive between South Pointe Drive and 5 Street

Following the new water main installation along Ocean, the contractor for the South Pointe Phases III IV and V Right of Way Infrastructure Improvements Project will proceed with connecting each property's water services to the new line. The Public Information Officer will contact each property owner/representative individually to coordinate a time to switch from the old service line to the new service line.

### **Throughout project limits:**

- The contractor is working on electrical wiring to install permanent lighting and irrigation systems.
- The contractor will be working to finalize each well location (there are 23 throughout the project).
- The contractor will be doing miscellaneous concrete work: completing valley gutters, sidewalk repairs, water meter aprons and crosswalk frames.

Please observe the "NO PARKING", "ROAD CLOSED" and maintenance of traffic signs along the roadway. Vehicles parked in restricted areas may be towed at the owner's expense.

Access to mail, deliveries and trash pickup will be maintained at all times.

# **Hours of Operation & Traffic Flow**

- Hours of operation are from 7:30 a.m. to 4 p.m., Monday through Friday.
- Access within work zones will be maintained for local traffic only. Pedestrian access
  and vehicle access to driveway entrances/exits will be maintained at all times in areas
  that do not pose a safety risk or restrict construction activities.
- Please use caution when traveling through the construction zone.

The construction schedule is subject to change due to weather or other unforeseen circumstances.

We thank you for your cooperation. For more information, or to report events or special accommodations that may be necessary, please contact the project's Public Information Officer, Lauren Firtel, at 305.345.7269 or via email at Lauren@QCAusa.com.